

Application
for
United States Patent

To all whom it may concern:

Be it known that We,

Daniel M. MARKS, Anthony M. SINGER, and Howard M. MARKS,

have invented certain new and useful improvements in

METHOD OF PLAYING A SLOT MACHINE
(“RE-SPIN & RE-PAY”)

of which the following is a full, clear and exact description:

METHOD OF PLAYING A SLOT MACHINE ("RE-SPIN & RE-PAY")

Related Application

This application claims priority from U.S. Provisional Application number 60/412,012, filed on September 20, 2002, entitled "Card Games and Computer Implemented Games Using Interactive Network System for Implementing Same," and incorporated herein by reference.

BACKGROUND OF THE INVENTION

Field of Invention

This invention relates generally to payout methods in a mechanical, an electro-mechanical and/or computer-based slot machine-like games-of-chance and, more particularly, to awards for winning combinations formed by an initial spin of all symbol positions in the symbol matrix and subsequent re-spins of all "unlocked" symbol positions until all symbol positions have been "locked."

Background Description

To play a slot machine a player deposits money in the form of coins, gaming tokens or paper currency either into a coin head or bill acceptor. The coins and gaming tokens are collected in a reservoir inside the gaming machine

while the paper currency is collected in the bill acceptor inside the gaming machine. If the coins, gaming tokens or paper currency are validated as authentic, the player accrues the appropriate number of playing credits on a credit meter. For example, a twenty-five cent gaming machine will accrue four credits for each dollar deposited into the gaming machine.

After accruing credits on the credit meter, the player determines how many credits he wishes to wager on the next spin of the slot reels. After setting the wager, the player spins the reels by pressing the spin button or by pulling a handle. When the reels stop spinning, symbols are displayed on the slot reels ("symbol matrix"). The player then collects credits for predetermined symbol combinations ("winning combinations"), if any, according to a predetermined schedule ("pay table"). More specifically, the slot machine operates as follows:

- **Symbol Matrix.** Slot symbols are displayed on 3 or more columns (also called "slot reels") placed adjacent to each other. Each column contains at least 3 rows, with a symbol in each row. The resulting matrix of symbols ("symbol matrix") typically ranges from 3 columns by 3 rows with 9 total symbols to 5 columns by 3 rows with 15 total symbols. Within the symbol

matrix, positions on the slot reels may be referred to according to column, from left to right, and row, from the top to bottom ("symbol positions"). For example: symbol position 1/2 is located in column 1 (i.e., left-most column) and row 2 (i.e., middle row).

- **Winning Combinations.** Players collect credits for predetermined winning symbol combinations that appear in specific locations ("pay lines") on the slot reels. Winning combinations typically require that three or more of the same symbols appear adjacent to each other starting from the leftmost position of a pay line ("line pays"). For example: a player may collect a line pay if 3 Banana symbols appeared in symbol positions 1/1, 2/1, 3/1 on a pay line using symbol positions 1/1, 2/1, 3/1, 4/1, and 5/1.

Alternatively, players may also collect credits for predetermined winning combinations that appear anywhere on a pay line ("line scatter pays") or anywhere on the slot reels ("reel scatter pays"). For example, a player may collect a line scatter pay if 3 Banana symbols appeared in symbol positions 1/1, 3/1, 5/1 on a pay line using symbol positions 1/1, 2/1, 3/1, 4/1, and 5/1; and collect a reel scatter pay if 3 Banana symbols appeared anywhere on the slot reels.

- **Pay Table.** Credits are awarded to the player for each winning symbol combination based on a predetermined schedule ("pay table"). For line pays and line scatter pays, the number of credits wagered on the winning pay line multiplies the number of credits indicated by the pay table. For example, a player may wager two credits each on five pay lines, spin the reels, and collect twice the amount indicated on the pay table for a line pay or line scatter pay appearing on any of the five played pay lines. For reel scatter pays, the total number of credits wagered multiplies the number of credits indicated by the pay table. For example, a player may wager ten total credits, spin the reels, and collect ten times the amount indicated on the pay table for a reel scatter pay appearing anywhere on the slot reels.

Following any type of pay (e.g., line pays, line scatter pays and reel scatter pays), the credits won are added to the player's balance of credits shown in the credit meter. As long as the player has credits on the credit meter, the player may continue to play the gaming machine or the player may collect the remaining balance of credits by pressing a Cash Out button the gaming machine. In addition, the player may view the rules of the game by

pressing the Help button before any spin.

A conventional slot machine issues awards according to the methods described above and exemplified by Figures 1, 2, and 3. Figure 1, U.S. Patent No. 5,580,053 to Crouch, entitled *Multi-Line Gaming Machine*, incorporated herein by reference, discloses a gaming machine 50 that has a display 51 on which an array of symbols is displayed. The array is typically 3 rows x 5 columns. During a game the symbols displayed on the array are caused to change with a random result being obtained. The player of the machine makes a wager on the result and is paid a prize if one of a number of predetermined combinations of symbols is displayed on a pay line of the display 51 at the end of the game. The player may make multiple wagers on each game with each wager being assigned to a different one of a plurality of possible pay lines. Typically, the number of possible pay lines is greater than or equal to 9, and the lines to be employed in each game are selected by switches 54, prior to a game being initiated.

Figure 2, as disclosed in U.S. Patent No. 5,580,053, shows a 3 x 5 display 51 having 12 pay lines, indicated by numerals 1 to 12 on the Figure. Figure 3, as disclosed in U.S. Patent No. 5,580,053, shows a 3 x 5 display 51 having 27 pay lines, indicated by numerals 1 to 27 on the Figure.

U.S. Patent No. 5,580,053 also states that machines having a 3x3 or 3x4 display size.

Since conventional slot machines are limited to the foregoing methods, players, casinos and manufacturers
5 suffer from the following disadvantages:

- Players suffer from the boredom of playing "new" games with different graphics, but really use the same "old" game play methods and awards;
- Casinos suffer from the players' dissatisfaction with
10 the casino's game selection as they cannot distinguish their game offerings from other casinos; and
- Game manufacturers suffer declining orders as they cannot distinguish their product line from the other manufacturers.

It is an object of the present invention to address the limitations associated with conventional slot machines by offering a new method of playing a slot machine. The addition of such a new method benefits all interested parties: the game manufacturer adds a unique product to their sales line; the casino attracts and retains players interested in playing an innovative slot game; and the player enjoys a new game and awards.

SUMMARY OF THE INVENTION

The present invention includes a variety of methods of play that can be programmed on an electronic video slot machine to issue awards for winning combinations formed by an initial spin of all symbol positions in the symbol matrix and subsequent re-spins of all "unlocked" symbol positions until all symbol positions have been "locked." ("Re-Spin & Re-Pay").

In a preferred embodiment of the present invention, the Re-Spin & Re-Pay concept allows the player to collect awards for each spin and re-spin, as follows:

INITIAL SPIN:

- Player sets wager and spins reels;
- Following the initial spin, the player collects awards for all winning combinations;

RE-SPINS 1 to N:

- All reels which do not contain a "stop" symbol, re-spin;
 - o Stop symbols do not issue any line pays, scatter awards or other winning combinations.
 - o Stop symbols do not act as "wild" symbols to help form other winning combinations.
- Following the re-spin, the player collects additional awards for all winning combinations;
- The game continues to re-spin reels until all reels contain a "stop" symbol.

For example, using the numbers 1 to 9 to represent the symbol set, with 10 representing the "stop" symbol, on reels 1 through 5:

15 **INITIAL SPIN**

Reel:	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
	2	1	6	4	10
	5	5	5	3	5
	9	10	10	6	2

20 (Winning combination in **bold**.)

(Stop symbols in *italics*.)

The game awards credits for the winning symbol combination of 5-5-5 on reels 1, 2 and 3. With stop symbols displayed on reels 2, 3, and 5, the game re-spins

reels 1 and 4, as follows:

RE-SPIN 1

Reel:	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
	7	1	6	10	10
5	3	5	5	5	5
	2	10	10	2	2

(Stop symbols in *italics*.)

The game awards no credits since there is no winning symbol combination. With stop symbols displayed on reels 2, 3, 4, and 5, the game re-spins reel 1, as follows:

RE-SPIN 2

Reel:	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
	8	1	6	10	10
	5	5	5	5	5
15	3	10	10	2	2

(Winning combination in **bold**.)

(Stop symbols in *italics*.)

The game awards credits for the winning symbol combination of 5-5-5-5-5 on reels 1, 2, 3, 4, and 5. With stop symbols displayed on reels 2, 3, 4, and 5, the game again re-spins reel 1, as follows:

RE-SPIN 3

Reel:	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
	8	1	6	10	10

10 5 5 5 5

6 10 10 2 2

(Stop symbols in *italics*.)

5 The game awards no credits since there is no winning
symbol combination. With stop symbols displayed on all of
the reels, the game ends and the player receives the
cumulative value of all awards.

10 The preferred embodiment of the present invention,
therefore, offers a first spin of all the reels and
multiple subsequent re-spins or some or all of the same
slot reels, with each spin and re-spin offering another
opportunity for an award.

15 Alternatively, the present invention allows for many
alternative embodiments, including but not limited to the
following:

- **Any number of re-spins.** The present invention allows
for any number of re-spins of the symbol positions,
from a single re-spin of a single symbol position to a
20 limitless number of re-spins of every symbol position.
For example, each symbol position may re-spin up to 10
times; or, groups of symbol positions, such as the
positions on a slot reel, may re-spin up to 5 times.
In addition, different symbol positions may re-spin

different number of times. For example, symbol positions in reel 1 may spin up to 3 times but symbol positions in reel 5 may spin up to 12 times. Further, different types of symbols may re-spin different number of times. For example, line pay symbols may re-spin up to 7 times and scatter pay symbol do not re-spin.

- **Any method of locking symbols.** The present invention allows for any method of determining which symbol positions will lock (i.e. not re-spin). For example, all symbols may lock that are "stop" symbols; on reels with "stop" symbols; on paylines with "stop" symbols; on rows with "stop" symbols; and/or adjacent to a "stop" symbol.

In addition, the present invention also allows for locking symbol positions based upon methods unrelated to "stop" symbols. Instead, symbol positions may lock according to any other methodology that results in the locking of some symbol position and the re-spinning of some or all of the other symbol positions in the symbol matrix. For example, for any initial spin resulting in a winning combination, the symbols involved in the winning combination are locked and the symbols not involved in the winning combination may

re-spin and re-pay until no winning combinations are displayed.

- **Any method of unlocking symbol positions.** The present invention allows for any method of unlocking symbol positions that have been locked, including unlocking symbols: after a fixed number, variable or random of spins; in response to an "unlock" symbol; in return for additional wager; in exchange for player input

- **Any type of award for each re-spin.** The present invention allows each re-spin to offer any type of award. For example, winning combinations award credits on the initial spin, prizes of the first re-spin, and credits again on all following re-spins.

In addition, the number of re-spins in of themselves may result in an award. For example, 10 re-spins may result in an award of 100X the total bet.

- **Any amount of award for each re-spin.** The present invention allows each re-spin to offer any amount of award. For example, winning combinations award 1X the amount indicated on the pay table for the initial spin, 2X on the first re-spin, 3X on the second re-spin, 4X on the third re-spin, and so on for all following re-spins.

- **Any limitation on the number of re-spins.** The present

invention allows for re-spins to conclude before all symbol positions have locked. For example, the game may end after 10 re-spins without locking all symbol positions. In addition, the present invention may
5 issue an award upon completion of the final respin-spin. For example, the game may issue 100X the total bet upon completion of the 10th re-spin.

All of these alternative embodiments rely upon the underlying Re-Spin & Re-Pay concept that provides awards
10 for winning combinations formed by an initial spin of all the symbol positions and for additional winning combinations formed by subsequent re-spins of one or more the symbol positions.

There has thus been outlined, rather broadly, the more
15 important features of the invention in order that the detailed description thereof that follows may be better understood, and in order that the present contribution to the art may be better appreciated. There are, of course, additional features of the invention that will be described
20 hereinafter and which will form the subject matter of the claims appended hereto.

In this respect, before explaining at least one embodiment of the invention in detail, it is to be understood that the invention is not limited in its

application to the details of construction and to the arrangements of the components set forth in the following description or illustrated in the drawings. The invention is capable of other embodiments and of being practiced and
5 carried out in various ways. Also, it is to be understood that the phraseology and terminology employed herein are for the purpose of description and should not be regarded as limiting.

As such, those skilled in the art will appreciate that
10 the conception, upon which this disclosure is based, may readily be utilized as a basis for the designing of other systems and methods for carrying out the several purposes of the present invention. It is important, therefore, that the claims be regarded as including such equivalent
15 constructions insofar as they do not depart from the spirit and scope of the present invention.

Further, the purpose of the foregoing abstract is to enable the U.S. Patent and Trademark Office and the public generally, and especially the scientists, engineers and
20 practitioners in the art who are not familiar with patent or legal terms or phraseology, to determine quickly from a cursory inspection the nature and essence of the technical disclosure of the application. The abstract is neither intended to define the invention of the application, which

is measured by the claims, nor is it intended to be limiting as to the scope of the invention in any way.

These together with other objects of the invention, along with the various features of novelty which
5 characterize the invention, are pointed out with particularity in the claims annexed to and forming a part of this disclosure. For a better understanding of the invention, its operating advantages and the specific objects attained by its uses, reference should be had to
10 the accompanying drawings and descriptive matter in which there is illustrated preferred embodiments of the invention.

BRIEF DESCRIPTION OF THE DRAWINGS

15 The Detailed Description including the description of a preferred structure as embodying features of the invention will be best understood when read in reference to the accompanying figures wherein:

Figure 1 illustrates a prior art slot machine;

20 Figure 2 diagrammatically illustrates a prior art 12 line multi-line pay arrangement for a machine with a 3x5 display format;

Figure 3 diagrammatically illustrates a prior art 27 line multi-line pay arrangement for a machine with a 3x5

display format;

Figures 4a-1 show illustrative examples of representative displays that may be encountered during a typical game in accordance with the principles of the

5 present invention; and

Figures 5 illustrates the player-selected pay lines.

DETAILED DESCRIPTION OF A PREFERRED

EMBODIMENT OF THE INVENTION

10 Reference now will be made in detail to the presently preferred embodiments of the invention. Such embodiments are provided by way of explanation of the invention, which is not intended to be limited thereto. In fact, those of ordinary skill in the art may appreciate upon reading the
15 present specification and viewing the present drawings that various modifications and variations can be made.

For example, features illustrated or described as part of one embodiment can be used on other embodiments to yield a still further embodiment. Additionally, certain features
20 may be interchanged with similar devices or features not mentioned yet which perform the same or similar functions. It is therefore intended that such modifications and variations are included within the totality of the present invention.

Description of Preferred Embodiment

The preferred embodiment of the present invention includes the play of the base game using the Re-Spin & Re-Pay concept, plus additional features, as described below:

5 **Base Game.** To play the base game, the player establishes a pool of credits, selects pay lines, sets the wager per pay line, spins the reels, collects credits for winning symbol combinations, and then may continue re-spin reels and collect credits for winning symbol combination.

10 *Video Display.* Figure 4a shows the base game screen, including five-reel display using a 5-column by 3-row symbol matrix 402-410. The first column 402, second column 404, third column 406, fourth column 408 and fifth column 410 all hold three symbols. Alternatively, the game could
15 utilize any number of columns and reels, such as a 3-column by 3-row symbol matrix.

Buttons. Figure 4a shows a set of control buttons 412-424 on the base game screen used by the player to control the functions of the slot game. These buttons
20 include Cash Out 412, Pay Table 414, Help 416, Select Pay Lines 418, Bet Per Line 420, Max Bet 422 and Spin 424. Any or all of these control buttons may be displayed on the video display and/or buttons hard wired to the gaming device. If necessary, any number of buttons may be added

to further facilitate control of the games.

Meters. Figure 4a shows a set of meters 426-434 on the base game screen used to display the salient information for the game, including Credits 426, Number of Pay Lines 428 Amount Bet Per Line 430, Total Bet 432, and Paid 434:

- The Credits meter 426 displays the total number credits remaining in the credit pool.
- The Number of Pay Lines meter 428 is associated with the Select Pay Lines button and displays the current number of Pay Lines Selected.
- The Amount Bet Per Line 430 meter is associated with the Bet Per Line button 420 and displays the number of credits wagered per pay line.
- The Total Bet 432 meter displays the cumulative value of the Number of Pay Lines 428 and Amount Bet Per Line 430.
- The Paid meter 434 displays the number of credits won on the last spin.

Credit Pool. Figure 4a shows the number of credits in the credit pool, as displayed on the Credits meter 426. The pool of credits increases and decreases according to the player's wins or losses and may be supplemented, if necessary, by the player by additional deposits of coins,

tokens or paper currency.

Select Pay Lines. Figure 4a shows the number of pay lines upon which the player wagered, as displayed on the Number of Pay Lines meter 428. More specifically, Figure 5 shows the location of the pay lines 502-518. The pay lines activate in a predetermined order, as follows:

- The first wager is applied to pay line 1 at 502;
- The second wager is applied to pay line 2 at 504;
- The third wager is applied to pay line 3 at 506;
- The fourth wager is applied to pay line 4 at 508;
- The fifth wager is applied to pay line 5 at 510;
- The sixth wager is applied to pay line 6 at 512;
- The seventh wager is applied to pay line 7 at 514;
- The eighth wager is applied to pay line 8 at 516;

and

- The ninth wager is applied to pay line 9 at 518.

However, the games may have fewer or greater than nine pay lines and utilize any order of pay line activation.

Bet Per Line. Figure 4a shows the number of credits in wagered on each pay line, as displayed on the Bet Per Line meter 430. The same amount is wagered on each pay line. Alternatively, the player could be allowed to make wagers of different amounts on each pay line. The total amount wagered is determined by summing the amounts wagered

on each pay line.

Total Bet. Figure 4a shows the total number of credits bet on all of the pay lines, as displayed on the Total Bet meter 432. The total bet is calculated by
5 multiplying the value of the Number of Pay Lines meter 428 by the Bet Per Line meter 430.

Symbol Set. For each spin, the machine randomly displays three symbols from the symbol set on each of the slot reels. Each of the symbols belongs to one of three
10 groups: base symbols, scatter symbols, "stop" symbols, and wild symbols:

- Base Symbols -- Base symbols provide line pays for three or more same symbols appearing adjacent to each other on an active pay line, from the leftmost
15 pay line position towards the right.
- Scatter Symbols -- Scatter symbols provide scatter pays for any one or more scatter symbols appearing anywhere on a pay line (line-scatter pay) or anywhere on the slot reels (reel-scatter pay).
- 20 • Stop Symbols -- Stop symbols prevent re-spinning of the reel upon which the stop symbol appears. The symbol positions in "stopped" reels will not re-spin; the symbol positions in the "unlocked" reels, however, will re-spin. Further, stop symbols

neither form any line or scatter pays nor act as wild symbols.

- Wild Symbols -- Wild symbols replace as any base symbol to help form winning combinations on active pay lines.

Winning Symbol Combinations. Figures 4a-4l show different types of winning symbol combinations, including line pays, line scatter pays, reel scatter pays, and line pays using wild symbols, as follows:

- Figure 4b shows a line pay of three "5" symbols on the slot reels 402, 404 and 406.
- Figure 4d shows a line pay of five "5" symbols on the slot reels 402, 404, 406, 408, and 410.
- Figure 4f shows a line pay of three "8" symbols on the slot reels 402, 404, and 406.
- Figure 4g shows a line pay of two "8" symbols on the slot reels 402 and 404.
- Figure 4h shows a line pay of four "8" symbols on the slot reels 402, 404, 406, and 408.
- Figure 4i shows a line pay of three "8" symbols on the slot reels 402, 404, 406, 408 and 410.
- Figure 4j shows a line-scatter pay of two "11" symbols on pay line 1, at slot reels 402 and 406.

- Figure 4k shows a reel-scatter pay of three "12" symbols on slot reels 404, 406, 410.
- Figure 4l shows a (wild) line pay of four "6" symbols, with three "6" symbols on slot reels 402, 404, and 408 and one wild symbol on slot reel 406.

Alternatively, any pre-determined arrangement of symbols may be designated as winning symbol combinations.

Re-Spin & Re-Pay. Figures 4a-4l show examples of awards issued for winning combinations appearing on initial spins and subsequent re-spins.

Figures 4b - 4e show an initial spin followed by three subsequent re-spins:

- Figure 4b shows the initial spin; the game issues a line pay award for three "5" symbols on the slot reels 402, 404 and 406 and displays "stop" symbols on reels 404, 406 and 410.
- Figure 4c shows the first re-spin; the game issues no awards and displays "stop" symbols on reels 404, 406, 408 and 410.
- Figure 4d shows the second re-spin; the game issues a line pay for five "5" symbols on the slot reels 402, 404, 406, 408, and 410 and displays stop symbols on reels 404, 406, 408 and 410.

- Figure 4e shows the third re-spin; the game issues no awards and displays stop symbols on reels 404, 406, 408 and 410. With all five reels stopped, there are no more re-spins and the game ends.

5 Figures 4f - 4i show another initial spin followed by three subsequent re-spins:

- Figure 4f shows an initial spin; the game issues a line pay for three "8" symbols on the slot reels 402, 404, and 406 and displays with stop symbols on
10 reels 402 and 404.
- Figure 4g shows the first re-spin; the game issues a line pay for two "8" symbols on the slot reels 402 and 404 and displays stop symbols on reels 402 and 404.
- 15 • Figure 4h shows a second re-spin; the game issues a line pay for four "8" symbols on the slot reels 402, 404, 406, and 408 and displays stop symbols on reels 402, 404, 408 and 410.
- 20 • Figure 4i shows a third re-spin; the game issues a line pay for three "8" symbols on the slot reels 402, 404, and 406 and displays stop symbols on reels 402, 404, 406, 408 and 410. With all five reels stopped, there are no more re-spins and the game

ends.

These initial spins and re-spins, along with any associated winning combinations and awards, are explained in more detail in the Base Game Example section below.

5 **Base Game Example.** Sam Slotsky is standing in front of a nickel-denomination version of the preferred embodiment of the present invention. Sam sees a 5-reel slot game on the video display using a 5-column by 3-row symbol matrix 402-410.

10 Below the video display, the button panel holds seven buttons: Cash Out 412, Pay Table 414, Help 416, Select Pay Lines 418, Bet Per Line 420, Bet Max 422, and Spin 424. In addition, there are also five meters on the video screen display below the game: Credits 426, Number of Pay Lines
15 428, Amount Bet Per Line 430, Total Bet 432 and Paid 434.

Sam presses the Pay Table button 414 to view the pays for winning combinations:

9-9-9-9-9 ... 10000	9-9-9-9 400	9-9-9 ... 200	9-9.. 5
8-8-8-8-8 ... 500	8-8-8-8 200	8-8-8 ... 100	8-8.. 4
20 7-7-7-7-7 ... 240	7-7-7-7 120	7-7-7 ... 60	7-7.. 3
6-6-6-6-6 ... 160	6-6-6-6 80	6-6-6 ... 40	6-6.. 2
5-5-5-5-5 ... 100	5-5-5-5 50	5-5-5 ... 25	
4-4-4-4-4 ... 40	4-4-4-4 20	4-4-4 ... 10	
3-3-3-3-3 ... 40	3-3-3-3 20	3-3-3 ... 10	

2-2-2-2-2 ... 20 2-2-2-2 10 2-2-2 ... 5

1-1-1-1-1 ... 20 1-1-1-1 10 1-1-1 ... 5

Sam deposits \$20 into the bill receptor and the Credits meter 426 counts up from 0 to 400 since the
5 denomination for this game is five cents per credit. Sam then chooses the wager for the game:

- The game's Number of Pay Lines meter 428 reads 1. Sam presses the Select Pay Lines button 418 four times and the Number of Pay Lines meter 428 counts up from 1 to
10 5. As Sam presses the Select Pay Lines button 418, the video display shows the locations of each selected pay line on the 5-column by 3-row matrix 402-410. For example, the first pay line 502 starts in the middle row of the first column and proceeds in the straight
15 line through the middle row of columns 2 through 5;
- The game's Amount Bet Per Line meter 430 reads 1. Sam presses the Bet Per Line button 420 two times and the Amount Bet Per Line meter 430 counts up from 1 to 3;
- The Total Bet meter 432 started at 1, but after Sam's
20 adjustments it now reads 15; and
- The Paid meter 434 reads 0.

After setting his wager, Sam presses the spin button 424. The Credits meter 426 counts down from 400 to 385. The slot reels 402-410 spin and then come to a stop. For

example, using the numbers 1 to 9 to represent the symbol set, 10 as "stop" symbol, 11 as line-scatter symbol, 12 as reel-scatter symbol and 13 as wild symbol, on reels 1 through 5:

5 **INITIAL SPIN (as shown in Figure 4b)**

Reel:	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
	2	1	6	4	10
	5	5	5	3	5
	9	10	10	6	2

10 (Winning combination in **bold**.)

(Stop symbols in *italics*.)

The game awards Sam a total of credits for the winning symbol combination of 5-5-5 on pay line 1 at 502. According to the game's pay table, the 5-5-5 combination
 15 pays 25 credits for each credit wagered upon the pay line; or 25 credits times three credits wagered by Sam on pay line 1 at 502 for a total of 75.

With stop symbols displayed on reels 2, 3, and 5, the game re-spins reels 1 and 4, as follows:

20 **RE-SPIN 1 (as shown in Figure 4c)**

Reel:	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
	7	1	6	10	10
	3	5	5	5	5
	2	10	10	2	2

(Stop symbols in *italics*.)

The game awards no credits since there is no winning symbol combination. With stop symbols displayed on reels 2, 3, 4, and 5, the game re-spins reel 1, as follows:

5 **RE-SPIN 2 (as shown in Figure 4d)**

Reel:	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
	8	1	6	10	10
	5	5	5	5	5
	3	10	10	2	2

10 (Winning combination in **bold**.)

(Stop symbols in *italics*.)

The game awards Sam a total of 300 credits for the winning symbol combination of 5-5-5-5-5 on pay line 1 at 502. According to the game's pay table, the 5-5-5-5-5 combination pays 100 credits for each credit wagered upon the pay line; or 100 credits times three credits wagered by Sam on pay line 1 at 502 for a total of 300.

With stop symbols displayed on reels 2, 3, 4, and 5, the game again re-spins reel 1, as follows:

20 **RE-SPIN 3 (as shown in Figure 4e)**

Reel:	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
	8	1	6	10	10
	10	5	5	5	5
	6	10	10	2	2

(Stop symbols in *italics*.)

The game awards no credits since there is no winning symbol combination. With stop symbols displayed on all of the reels, the game ends and the player receives the
 5 cumulative value of all awards or 375 credits. Thus, the Credits meter counts up from 385 to 760 and the game Paid meter 434 reads 375.

Again, Sam presses the spin button 424. The Credits meter 426 counts down from 760 to 745. The slot reels 402-
 10 410 spin and then come to a stop. For example, using the numbers 1 to 9 to represent the symbol set, 10 as "stop" symbol, 11 as line-scatter symbol, 12 as reel-scatter symbol and 13 as wild symbol, on reels 1 through 5:

INITIAL SPIN (as shown in Figure 4f)

15	Reel:	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
		8	1	4	6	6
		2	8	5	7	1
		10	10	8	6	2

(Winning combination in **bold**.)

20 (Stop symbols in *italics*.)

The game awards Sam a total of 300 credits for the winning symbol combination of 8-8-8 on pay line 5 at 510. According to the game's pay table, the 8-8-8 combination pays 100 credits for each credit wagered upon the pay line;

or 100 credits times three credits wagered by Sam on pay line 5 at 510 for a total of 300.

With stop symbols displayed on reels 1 and 2, the game re-spins reels 3, 4, and 5, as follows:

5 **RE-SPIN 1 (as shown in Figure 4g)**

Reel:	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
	8	1	3	7	9
	2	8	2	4	3
	10	10	6	3	1

10 (Winning combination in **bold**.)

(Stop symbols in *italics*.)

The game awards Sam a total of 12 credits for the winning symbol combination of 8-8 on pay line 5 at 510. According to the game's pay table, the 8-8 combination pays
 15 4 credits for each credit wagered upon the pay line; or 4 credits times three credits wagered by Sam on pay line 5 at 510 for a total of 12.

With stop symbols displayed on reels 1 and 2, the game re-spins reels 3, 4, and 5, as follows:

20 **RE-SPIN 2 (as shown in Figure 4h)**

Reel:	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
	8	1	3	7	10
	2	8	10	8	3
	10	10	8	3	1

(Winning combination in **bold**.)

(Stop symbols in *italics*.)

The game awards Sam a total of 600 credits for the winning symbol combination of 8-8-8-8 on pay line 5 at 510.

5 According to the game's pay table, the 8-8-8-8 combination pays 200 credits for each credit wagered upon the pay line; or 200 credits times three credits wagered by Sam on pay line 5 at 510 for a total of 600.

10 With stop symbols displayed on reels 1, 2, 3, and 4, the game again re-spins reel 5, as follows:

RE-SPIN 3 (as shown in Figure 4i)

Reel:	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
	8	1	3	9	<i>10</i>
	2	8	<i>10</i>	2	3
15	<i>10</i>	<i>10</i>	8	<i>10</i>	1

(Winning combination in **bold**.)

(Stop symbols in *italics*.)

The game awards Sam a total of 300 credits for the winning symbol combination of 8-8-8 on pay line 5 at 510.

20 According to the game's pay table, the 8-8-8 combination pays 100 credits for each credit wagered upon the pay line; or 100 credits times three credits wagered by Sam on pay line 5 at 510 for a total of 300.

With stop symbols displayed on all of the reels 402-

410, the game ends and the player receives the cumulative value of all awards or 1212 credits. Thus, the Credits meter 426 counts up from 745 to 1957 and the game Paid meter 434 reads 1212.

5 Content with his winnings, Sam presses the Cash Out button 412. The gaming device issues 1957 nickels or any other form of currency, including cash, an EZ-PAY™ ticket, or electronic payment.

Additional Features. During play of the base game,
10 the player may receive pays for additional features, such as scatter pays and wild symbols.

Scatter Pays. Figures 4j and 4k show scatter pays that award the player a predetermined payout for the appearance of scatter symbols on the slot reels:

- 15 • Figure 4j shows a "line scatter pay" that issues awards for scatter symbols "11" on pay line 1 at 502; and
- Figure 4k shows a "reel scatter pay" that issues awards for scatter symbols "12" anywhere on the slot
20 reels 402-410.

 The Scatter pays illustrated in Figures 4j or 4k issue a specific number of credits. The credits may be issued immediately or after the completion of a bonus feature (i.e. animation sequence or animated bonus game). The

calculation of the scatter pay award depends on the type of scatter pay:

- For the line scatter pay in Figure 4j, the number of credits wagered on the winning pay line multiplies the number of credits indicated by the pay table. For example, a player may wager two credits each on five pay lines, spin the reels, and collect twice the amount indicated on the pay table for a line scatter pay appearing on any of the five played pay lines.

- For the reel scatter pay in Figure 4k, the total number of credits wagered multiplies the number of credits indicated by the pay table. For example, a player may wager ten total credits, spin the reels, and collect ten times the amount indicated on the pay table for a reel scatter pay appearing on anywhere on the slot reels.

In a preferred embodiment of the present invention, there are scatter pays for symbol 11 and symbol 12, as follows:

11 Symbol Award Schedule

- 1 - "11" anywhere on a pay line pays 1X line bet
- 2 - "11"s anywhere on a pay line pays 2X line bet
- 3 - "11"s anywhere on a pay line pays 3X line bet
- 4 - "11"s anywhere on a pay line pays 30X line bet

5 - "11"s anywhere on a pay line pays 300X line bet

12 Symbol Award Schedule

3 - "12"s anywhere on the reels pays 10X total bet

4 - "12"s anywhere on the reels pays 100X total bet

5 5 - "12"s anywhere on the reels pays 1000X total bet

Alternatively, any pre-determined arrangement of scatter symbols -- line-scatter and/or reel-scatter -- may be designated as winning symbol combinations, with any associated award amounts.

10 *Wild Symbols.* Figure 41 shows how a wild symbol is used to replace any or all other symbols to form winning symbol combinations:

- Figure 41 shows a line pay of three "6"s on slot reels 402, 404, 408 and one wild symbol on slot reel
15 406.

In this example, the wild symbol acts as a "6" symbol to help form a winning 6-6-6-6 symbol combination. The preferred embodiment allows the wild symbol may replace any base symbol, but may not replace a scatter or stop symbol.
20 Alternatively, wild symbols may replace all symbols, only scatter symbols, or any other limited sub-set of the symbols.